

Updated on 6-13-09

**(all information is subject to change at any time up to,
during and even after the convention...)**

GAMING

GAM – GAMING VS. THE RELIGIOUS RIGHT. Down through history the new and unusual has always been viewed with suspicion by the powers-that-be. In 1974, the world welcomed Dungeons and Dragons. Almost immediately, religiously conservative forces targeted RPGs for destruction because of their promotion of creativity and free thinking. For the last 22 years, Michael A. Stackpole has been the individual the gaming industry turns to when someone claims that games made him kill! Come listen to the history of the struggle against censorship and what the future portends on this front.

Thurs 3p-4p, Augustine room. Michael Stackpole

GAM/WORKSHOP – GAMEMASTER WORKSHOP. A workshop and guided discussion on the role of the GM and on becoming a better one. This is appropriate for both established and potential GMs, as well as players. It will cover topics such as: the GM's responsibilities, the players' responsibilities, how to get a compatible group, various gaming systems and modifications for your group, disruptive players, non-engaged players, game schedules, and much more.

Fri 2p-4p, Abbey South room. Dennis McKiernan

GAM – OLD SCHOOL FRP GAMING VS. NEW STYLE. What is happening in role-playing gaming, and what is the difference between the two styles of gaming? Old School = Dungeons and Dragons first through third editions, but not 4th edition. New School = World of Warcraft and Vampire Larping. Will one style dominate the future or is there room for both modes of play?

Fri 4p-5p, Jokake room. Ken St. Andre

GAM – THE FUTURE OF GAMING. The future of gaming has never been brighter. Games rule on the internet, and the internet now shapes modern society. It follows that games and gaming culture is shaping the 21st century world.

Sat 11a-noon, Jokake room. Michael Stackpole (moderator), Dennis McKiernan, Ken St. Andre

GAM – THE PROBLEM PLAYER. How does the GM or other players deal with the "problem player?" Is there a way to set rules or guidelines at the beginning?

Fri 1p-2p, Augustine room. Michael Stackpole (moderator), Ken St. Andre

GAM – TUNNELS AND TROLLS, PAST, PRESENT AND FUTURE. Ken St. Andre has been around since the earliest days of fantasy role-playing. T & T was first published in 1975, only about 7 months after the first publication of Dungeons and Dragons, and it was the first role-playing game to actually be copyrighted in the U.S. What has T & T brought to gaming culture? What does the future hold for T & T?

Sun 2p-3p, Jokake room. Ken St.Andre